

**WHAT IS CLAIMED IS:**

1. An electronic toy gun for a toy shooting game, the toy gun comprising:  
 an infrared beam emitter configured to emit an encoded infrared beam;  
 a trigger configured to activate a state of emission of the infrared beam by the  
 infrared beam emitter so as to indicate that a weapon is being fired;  
 a game data input device configured to receive game data input from a user; and  
 an internal processor configured to receive the game data input from the game data  
 input device and to cause the infrared beam emitter to emit an infrared beam that is coded  
 with one of a plurality of codes based on the game data input.

2. The electronic toy gun of claim 1 wherein the game data input is a code and  
 the internal processor is configured to retrieve corresponding detailed instructions from a  
 memory corresponding to the code.

3. The electronic toy gun of claim 1 wherein the trigger is configured to activate  
 the state of emission of the infrared beam so as to indicate that the weapon is being fired by  
 varying the encoding of the infrared beam.

4. The electronic toy gun of claim 1 wherein the game data input corresponds to  
 characteristics of at least one game character and wherein the infrared beam is encoded  
 according to the characteristics of the game character so that an opponent can detect the  
 characteristics of the game character.

5. The electronic toy gun of claim 4 wherein the electronic toy gun further  
 comprises a detector for detecting an encoded infrared beam of an opponent and wherein the  
 processor is programmed to detect characteristics of a game character corresponding to the  
 encoded infrared beam of the opponent and to compare the characteristics of the game  
 character corresponding to the game data input with the characteristics of a game character  
 corresponding to the encoded infrared beam of the opponent in order to determine an  
 outcome of an engagement with the opponent.

1 6. The electronic toy gun of claim 4 wherein the characteristics of the game  
2 character include one or more of the game character's weapons, armor rating, weapon speed  
3 rating, and vulnerability, and wherein the infrared beam is coded to reflect the characteristics  
4 of the game character.

1 7. The electronic toy gun of claim 4 wherein the characteristics of the game  
2 character include one or both of a weapon beam range and a weapon beam width.

1 8. The electronic toy gun of claim 1 further comprising a feedback device  
2 configured to provide variable feedback corresponding a measure of a player's game  
3 condition,  
4 wherein the internal processor is further configured to calculate the measure of the  
5 player's game condition.

1 9. The electronic toy gun of claim 8 wherein the feedback device comprises a  
2 display configured to display one or more of damage to a player, hits to a player, energy  
3 remaining, distance between a player and an opponent, characteristics of an opponent's  
4 weapon, a depiction of a character associated with the toy gun, and special/defensive weapon  
5 usage remaining.

1 10. The electronic toy gun of claim 9 wherein the display is a liquid crystal  
2 display.

1 11. The electronic toy gun of claim 8 wherein the feedback device comprises an  
2 audio device configured to provide one or more of damage to a player, hits to a player,  
3 energy remaining, distance between a player and an opponent, characteristics of an  
4 opponent's weapon, a character associated with the toy gun, and special/defensive weapon  
5 usage remaining.



17. The electronic toy gun of claim 14 wherein the detected infrared beam is registered as a hit based on the strength category detected and based on a detected range of a weapon corresponding to the detected infrared beam as indicated by an encoding of the infrared beam.

18. The electronic toy gun of claim 14 wherein the detected infrared beam is registered as a hit based on the strength category detected and based on a vulnerability of a game character selected by the user.

19. An electronic toy gun for a toy shooting game, the toy gun comprising:  
an infrared beam emitter configured to emit an encoded infrared beam;  
a trigger configured to activate a state of emission of the infrared beam by the infrared beam emitter so as to indicate that a weapon is being fired; and  
an internal processor configured to select one of a plurality of virtual beam shapes and to cause the infrared beam emitter to emit a selectable infrared beam that is coded with one of a plurality of codes reflecting the differing virtual beam shapes.

20. The electronic toy gun of claim 19 wherein the virtual beam shape comprises a beam range.

21. The electronic toy gun of claim 19 wherein the virtual beam shape comprises a beam width.

22. An electronic toy gun for a toy shooting game, the toy gun comprising:  
an infrared beam emitter configured to emit an infrared beam;  
a trigger configured to activate a state of emission of the infrared beam by the infrared beam emitter so as to indicate that a weapon is being fired;  
an internal processor configured to calculate a measure of a player's game condition;  
and  
a feedback device configured to provide variable feedback corresponding to the calculation of the measure of the players game condition.

1 23. The electronic toy gun of claim 22 wherein the feedback device comprises a  
2 display configured to display one or more of damage to a player, hits to a player, energy  
3 remaining, distance between a player and an opponent, characteristics of an opponent's  
4 weapon, a depiction of a character associated with the toy gun, and special/defensive weapon  
5 usage remaining.

1 24. The electronic toy gun of claim 22 wherein the feedback device comprises an  
2 audio device configured to provide one or more of damage to a player, hits to a player,  
3 energy remaining, distance between a player and an opponent, characteristics of an  
4 opponent's weapon, a character associated with the toy gun, and special/defensive weapon  
5 usage remaining.

1 25. The electronic toy gun of claim 22 wherein the feedback device comprises a  
2 liquid crystal display.

1 26. An infrared toy grenade comprising:  
2 a grenade body configured to be projected from a first location to a second location;  
3 at least one array of infrared beam emitters positioned within the body and configured  
4 to emit an array of infrared beams from the body;  
5 a switch configured to be operated to activate the array of infrared beam emitters; and  
6 a delay configured to provide a time delay between the operation of the switch and  
7 the activation of the array of infrared beam emitters.